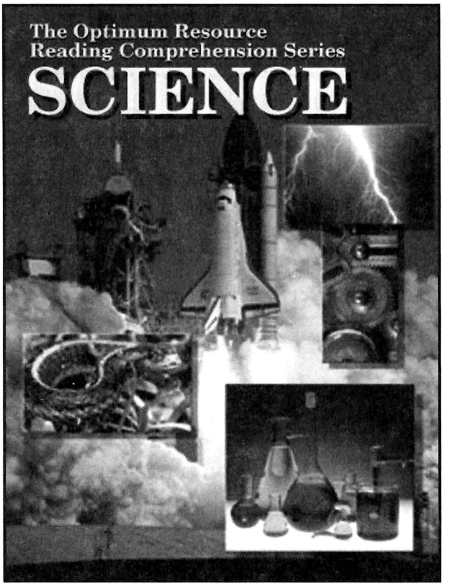
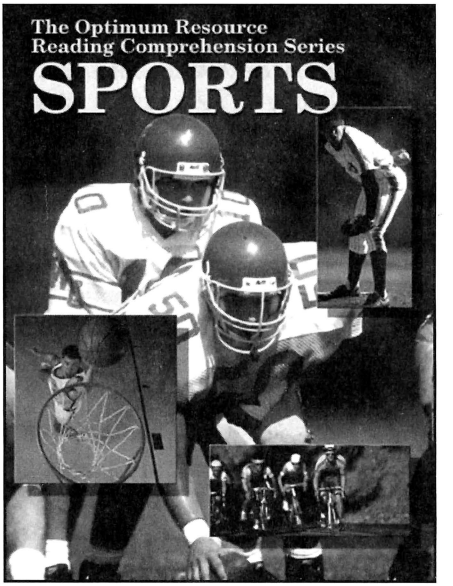
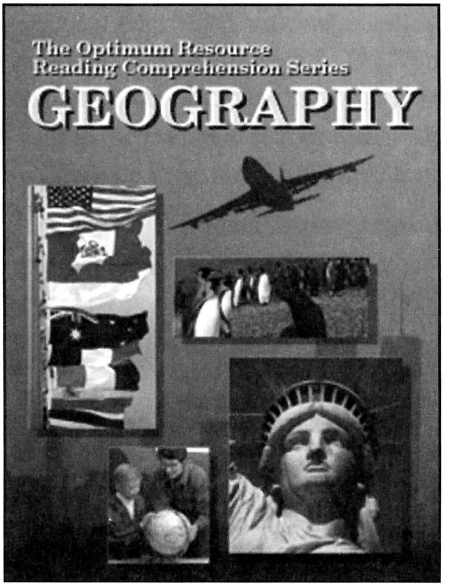
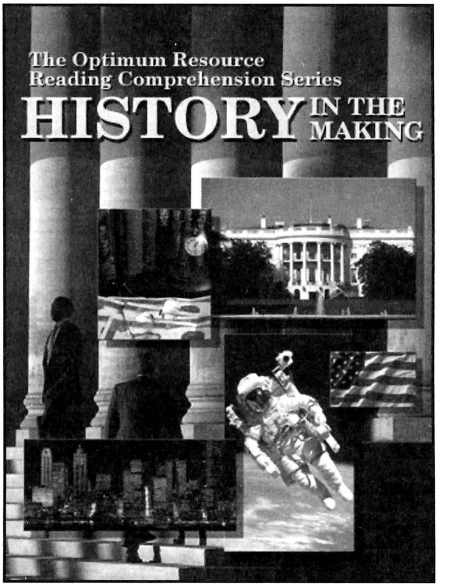
The Optimum Resource Reading Comprehension Series









User Guide

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Published by Optimum Resource, Inc., Hilton Head, SC 29926

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To Begin • Apple

All programs in the *Optimum Resource Reading Comprehension Series* will run on any Apple, Apple II, Apple II Plus, Apple IIe, Apple IIc, Apple IIc+ or Apple IIGS. 3.5 disks require 64K; 5.25" disks require 48K. It will also run on the Macintosh LC family with an Apple IIe card installed. Please see your Warranty/Registration card for information on obtaining a backup copy.

To start, put the program disk into the drive and turn on your Apple. If you have Autostart, you will see the title panel displayed. If your Apple does not have the Autostart ROM, you will see the monitor cursor (*). Type **6** then **P** while holding down the key marked Control (**6 CTRL P**), then press the Return key.

After the title panel appears, you will see the welcome panel. Enter the student's name (no more than 11 letters, please) and press Return to begin working with the program. *(Note: Children with the same first name should add a last initial so the program can tell them apart.)*

If the name is not on the program's list of previous students, the stories will start at Level 1 and a message will appear on the screen: "As a new user you will start at the beginning." The level of difficulty will progress upward as the student succeeds. If the student's name was entered earlier, the program will start at the last level reached and with the variations (if any) set in the Customize Program Options section.

Teachers and parents who wish to customize the program or review a student's progress may enter the Customize Program Options section from the welcome panel by pressing Control while pressing C (**CTRL C**).

To Begin • MS-DOS

All programs in the *Optimum Resource Reading Comprehension Series* will run with the IBM PC/XT/AT, PS/1 and PS/2 models, the Tandy 1000 family, and any other MS-DOS compatible computers that support CGA (color graphics adapter) with 256K bytes free. MS-DOS programs are not copy protected. Under copyright law, you have the right to make one backup copy for archival use. We strongly suggest that you make a backup copy of each of your disks before doing anything else.

To start the program from floppy disk:
Insert the program disk in your A or B drive. Change to that drive by typing **a:** or **b:** and pressing the Enter key. At your DOS prompt (**a:** or **b:**) type **RCSP** for *Sports*, **RCH** for *History in the Making*, **RCSC** for *Science*, and **RCG** for *Geography*. You will see the title screen of the appropriate program appear.

Hard disk installation:
Insert the program disk in your A or B drive. Change to that drive by typing **a:** or **b:** and pressing the Enter key. At your DOS prompt (**a:** or **b:**) type **install** and press the Enter key. Follow the instructions on the screen to install the program. By pressing the Enter key at each flashing cursor, you have the option of allowing the installation program to automatically install the program to the hard drive and directory displayed (**c:\Stickybr\RCSP** or **c:\Stickybr\RCH** or **c:\Stickybr\RCSC** or **c:\Stickybr\RCG**). If you wish to install the program to a different drive and path, simply backspace over the displayed option and reenter the new drive or installation path. The install program will create the new drive and path you entered.

To start the program from hard disk after installation:
Change to your installation drive (**c:** or **d:**) and press Enter. Change to the Stickybr directory by typing **cd\Stickybr** and pressing the Enter key. At your DOS prompt (**c:\Stickybr**) **type RCSP** for *Sports*, **RCH** for *History in the Making*, **RCSC** for *Science*, and **RCG** for *Geography*. You will see the title screen for the appropriate program appear.

If you have installed the program to a different drive and directory, you must change to that drive and directory then type the appropriate command to start the program.

To exit the program and return to DOS:
Type **CTRL Z** to end a session and record your score. When the welcome screen appears, press Esc to return to DOS.

After you have started the program from either your floppy or hard disk and the title panel has appeared, you will see the welcome panel. Enter the student's name (no more than 11 letters, please) and press Enter to begin working with the program. *(Note: Children with the same first name should add a last initial so the program can tell them apart.)*

If the name is not on the program's list of previous students, the stories will start at Level 1 and a message will appear on the screen: "As a new user you will start at the beginning." The level of difficulty will progress as the student succeeds.

If the student's name was entered earlier, the program will start at the last level reached and with the variations (if any) set in the Customize Program Options section.

Teachers and parents who wish to customize the program or review a student's progress may enter the Customize Program Options section from the welcome panel by pressing Control while pressing C (**CTRL C**).

The Exercises

The program will now present a story to read. Press the down arrow or the **M** key to move forward in the story and continue reading. Press the up arrow or the **I** key to move backward and re-read any section of the story. There is no time limit. A story may be reviewed by scrolling back and forth as long as necessary.

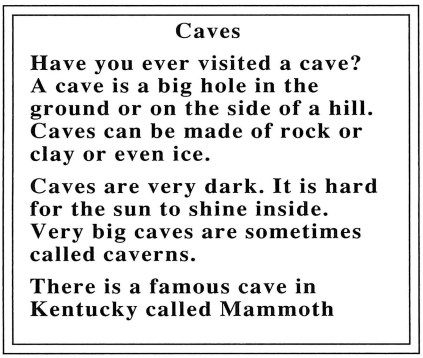
When the student has finished reading, he or she should press the Esc (Escape) key or the space bar to move to the questions.

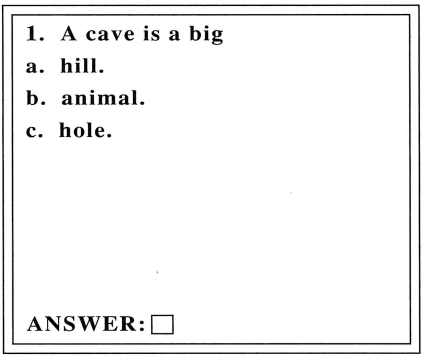
The student will now be presented with multiple choice questions pertaining to that particular story. The student should enter the letter that corresponds to the correct answer.

If the answer is correct, the student will hear a little tune. If the answer is incorrect, he or she will hear a "bloop" sound. After the computer displays the correct answer, press any key to continue.

The number of incorrect answers the program will accept before the computer displays the correct answer depends on what is specified in the Customize Program Options section. (The default setting is two attempts.)

When all the questions have been answered for each story, the program will ask: "Do you wish to continue?" Press **Y** to continue to the next story or **N** to end the session.


Caves
Have you ever visited a cave? A cave is a big hole in the ground or on the side of a hill. Caves can be made of rock or clay or even ice.
Caves are very dark. It is hard for the sun to shine inside. Very big caves are sometimes called caverns.
There is a famous cave in Kentucky called Mammoth



The Control Commands

At the end of each exercise, the student's score will be tabulated. The program will keep a record of the student's score for all the exercises as well as an individual report on the last exercise completed.

Control Q (CTRL Q) Quiet

Press the Control key while pressing the Q key (**CTRL Q**) to turn off the sound for quiet play. Apple IIc users can simply turn down the volume adjustment knob located on the left side of the machine.

Control Z (CTRL Z) End the session

Students can end a session at any time during the question and answer period by pressing the Control key while pressing the Z key (**CTRL Z**). When the Control Z option is used, the program will reboot.

> *Note: The results of the current exercise will not be saved out to the disk when the Control Z option is used.*

To make sure that the results of the current exercise are recorded, the student should answer all the questions in that exercise and wait until the program asks: "Do you wish to continue?" Then press the **N** key. Ending the session in this manner will save the results of the exercise just completed.

Control L (CTRL L) Letters

This command applies to Apple II+ users only. Pressing the Control key while pressing the L key (**CTRL L**) allows parents and teachers to toggle between upper and lowercase letters when entering new exercises, making them much easier to read.

Customize Program Options

Control C (CTRL C) Customize Program Options

Press Control C (**CTRL C**) while the welcome panel is on the screen to enter the Customize Program Options section. This section allows you to update the program options, review student report cards, enter options for new students and add in your own exercises. You make individual assignments, then store them on the disk for up to 39 students (the 40th name is always reserved for any new child not on the list).

Each student will be presented with the level specified for that individual. After pressing Control C (**CTRL C**) you will see the Customize Program Options Menu. Press the number of the option you wish to select, then press Return/Enter.

Select an option:

1. **Update program options.**
2. **Check report cards.**
3. **Enter new student.**

ESC. Restart program.

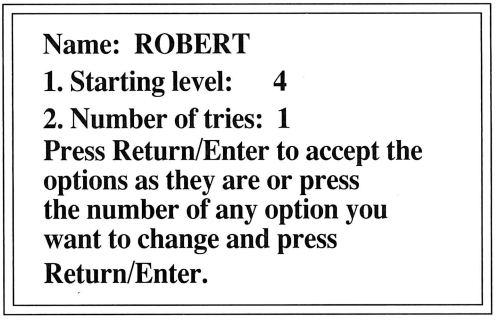
Update Program Options

If you select this option you will see Press Return/Enter to go on or Esc to go back to the Customize Program Options Menu.

You can customize the Stickybear Reading Comprehension program for each student.

Press Return/Enter to go on or Esc to go back to the previous menu.

You must begin by selecting the student. Type the student's name (11 letters or less) then press Return/Enter. The Update Program Options section will present you with two choices. Press the appropriate number to identify your response, then press Return/Enter. You will be able to review and revise your selections after the second choice.


Name: ROBERT
1. Starting level: 4
2. Number of tries: 1
Press Return/Enter to accept the options as they are or press the number of any option you want to change and press Return/Enter.

1. Select the starting level of difficulty.
Enter a number from 1 to 7 to select the level of difficulty at which the program will begin for this student. Level 1 is the easiest, level 6 is the hardest. Level 7 consists of custom exercises entered by the teacher or parent. The programs in the *Optimum Resource Reading Comprehension Series* will adjust themselves automatically as the student answers each exercise, and progress through the levels will be monitored on the report card.

2. Select the number of tries.
Enter a number from 1 to 4 to specify how many incorrect answers the program will accept before the computer displays the correct answer.

If you do not change this option, the program will select two tries. Younger students will feel comfortable with more tries. You may set this option to 1 for a quiz form that will record accurate per-question scoring.

When you have completed both choices you will be shown a review screen. Type the number of any option you wish to revise, or press Return/Enter to accept the choices as made and to return to the welcome panel.

Report Card

This option enables you to track and store individual assignments and progress reports for up to 39 students (position 40 is replaced whenever an unlisted student uses the program). You will see:

Select report card option:
1. Single student's record.
2. Delete student's record.
3. View/ change options.
4. Print Student record.
ESC. Return to previous menu

Press a number from 1 to 4 to select an option, or press the Esc key to return to the Customize Program Options menu.

Option 1 presents a list of the students whose names are stored on the disk and allows you to view the results of the last session for any student. Select the number of the student whose record you wish to review while the number is on screen.

Enter student #:
1. Richard
2. Steve
3. Patty M.
4. Kathy
5. Patty L.
6.
7.
8.
9.
10.
Press Return/Enter for the next page or Esc to go back to the menu.

The Report Card contains a variety of information. The information describes the student's starting level and overall score as well as the score the student received on the preceding session.

Report Card for: Steve

Starting level:	**4**
Current level:	**4**
Questions answered:	**9**
Number correct:	**9**
Overall score:	**100%**

Current exercise

Questions answered:	**5**
Number correct:	**5**
Current score:	**100%**

Press any key to continue.

Option 2 allows you to delete any records you wish in order to make room on the disk. Enter the name of the student whose records you wish to delete and press Return/Enter.

Option 3 allows you to revise and change the options for any name on the list. Select the number of the student whose options you wish to revise. When the Options review screen appears, select the number of the option you wish to change and press Return/Enter.

Option 4 allows you to print the report card for any student. After choosing Option 4, you will be presented with a list of the students whose names are stored on the disk. Select the number of the student whose report card you wish to print while that number is on the screen. Then, simply press Return/Enter to print out the report card. Repeat for each additional report card you wish to have. *(NOTE: Option 4 is available for the MS-DOS version only.)*

Pressing the Esc key while at the Report Card menu will return you to the Customize Program Options menu.

Enter New Student

This option is the same as updating but is used for a new student who has not yet worked with the program. Enter the student's name (eleven letters or less) and press Return/Enter.

1. Select the starting level of difficulty. Enter a number from 1 to 7 to select the level of difficulty at which the program will begin for this new student.

2. Select the number of tries. Enter a number from 1 to 4 to specify how many incorrect answers the program will accept before the computer displays the correct answer.

When the review screen appears, enter the number of the option you wish to change or press Return/Enter to accept the options as they are. The program will keep a record of this student with the starting level and current level of the student being the same, the number of questions answered and number correct at 0, and the student's overall score at 0%. These results will be updated as soon as the student uses the program.

Pressing the Esc key while in the New Student menu will return you to the Customize Program Options menu.

Enter Exercises

This option allows the teacher or parent to add, delete, or print his/her own exercises or to print the exercises that come with the program. You will see:

Select an exercise option:
1. **Enter a new exercise.**
2. **Delete an exercise.**
3. **Show an exercise.**
4. **Print an exercise.**

ESC. Return to previous menu.
Choose and press Return/Enter.

Option 1. Enter a New Exercise

There are four steps to adding a new exercise. You will need to enter the title, the story text, the questions, and the choices which accompany each question. A program disk can hold up to five new exercises at a time. All custom exercises will be placed in Level 7.

To begin, you must enter a title for the exercise. This is necessary for the program to keep track of the exercises and for listing, deleting, and printing them. You may enter up to 22 characters for the title. Press Return/Enter when you have finished.

Next, enter the story text. The program will accept the text in any convenient form. You may skip lines between sentences by pressing Return/Enter. This section works like any basic word processor. Type in the text, leaving spaces between words. The program will automatically wrap the words onto the next line when it reaches the end of the line. To delete any text, use the left arrow or the Delete key. As you move the cursor back over any words, they will be erased. Type in the new text.

The text must not exceed 250 lines (120 lines for the MS-DOS version). If you attempt to go beyond this, the computer will beep and flash a warning: EXCEEDING THE LIMIT.

For those users with late model Apples, it might be helpful to make sure that the CAPS LOCK key is up when you enter the story text. An exercise is easier to read when it is typed in upper and lowercase letters. Apple II Plus owners can press then Control key while pressing the L key (**CTRL L**) to toggle between upper and lower case.

When you have finished entering the text, press the Esc key. When you press Esc the program will ask: "Are you finished entering the text for this exercise?" Press **Y** or **N** and Return/Enter. Pressing **N** will return you to the text, pressing **Y** will allow you to enter the questions which accompany this text.

The program will ask: "How many questions will accompany this text?" Enter a number from 1 to 9 and press Return/Enter. Now you can enter the text for

question 1. Enter the text in the same manner that you entered the story text. A question can be up to five lines long. If you attempt to go beyond this, the screen will flash EXCEEDING THE LIMIT.

The program will ask: "How many choices will accompany this question?" Enter a number between 1 and 5 and press Return/Enter. The choices are entered just like story text and the question text. Choices may be up to two lines long. If you try to type in more than two lines, the screen will flash EXCEEDING THE LIMIT. Press Esc when you have finished entering the choice text.

When you have entered all the choices, the program will ask: "Which choice is correct?" Enter the letter of the correct choice and press Return/Enter.

When you have entered all the questions and choices, the program will return you to the Enter Exercise Menu.

Option 2. Delete an Exercise

Only custom exercises can be deleted. When you select this option, you will see a list of the titles in Level 7. Enter the number of the exercise you wish to delete. When you select an exercise, the program will ask if you wish to delete that exercise. Press **Y** to continue or **N** to cancel the delete and Return/Enter. Simply press the Esc key to return to the Enter Exercise Menu.

Option 3. Show an Exercise

This option allows the teacher or parent to read the exercise text and to answer the questions that accompany the text. The program will ask you to select the level that the exercise is in. Enter the number of the level you want and press the Return/Enter key. Now enter the number of the exercise you want to view.

As you read through the exercise, press the down arrow or **M** key to move forward throughout the text and the down arrow or the **I** key to move back. When you have finished reading the story, press the Esc key or the space bar. You will now be presented with the questions that accompany the text.

There will be up to five answers to choose from. Enter the letter that corresponds to the correct answer.

If the answer is correct, you will hear a little tune. If the answer is incorrect, you will hear a "bloop" sound. When all the questions have been viewed and answered, the program will return to the Enter Exercises Menu.

Option 4. Print an Exercise

When you select this option you will see:

Select level:
1. Story group 1
2. Story group 2
3. Story group 3
4. Story group 4
5. Story group 5
6. Story group 6
7. User story group

ESC. Return to menu.
Choose and press Return/Enter.

Enter the number of the level you want and press Return/Enter. The program will now show you a list of the exercises in that level. Enter the number of the exercise you want to print and press Return/Enter. The computer will print the title and story text on one page and the questions and choices on the next page.

When the printout is complete you will return to the Exercise Menu.

Press the Esc key to return to the previous menu.

NOTE: You may also use this option if you wish only to view the story titles in each group. Simply follow the instructions up to the point at which the stories are listed and press Esc to return to the previous menu when you are finished.

List of Commands

CTRL C Use this command to go to the Customize Program Options section from the welcome screen.

CTRL L Use this command to toggle between uppercase and lowercase letters (Apple version only).

CTRL Q Use this command to turn the sound on or off.

CTRL Z Use this command to cancel the section you are in.

Esc Use this command to go on to questions after reading the text, to return to DOS from the welcome screen, or to return to any previous menu (MS-DOS only).

Space Bar Use this command to go to the questions after reading the text or to review the text when answering questions.

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